ELVIRA® II
The Jaws of Cerberus™
Documentation for
IBM PC and Amiga

CREDITS

Written, Designed & Programmed by:
Mike Woodroffe
Alan Bridgman
Simon Woodroffe

Produced by:
Mark Wallace

Graphics:
Paul Drummond
Kevin Preston
Maria Drummond

Music:
Jezz Woodroffe
Philip Nixon

Sound:
E. Daniel Arey

Testing:
Sylvia Parry
Matt Gardom
Scott Yates
Jonathan Woodroffe
Daniel Carter
David Friedland
Tomi Quintana
Steve Graziano
Joel Dinolt
Jeff Wagner
Cyndi Kirkpatrick
Russell Morita
Robert Daly
James Kucera

Assistants to the Production Team:
Tricia Woodroffe
Matt Paice

Manual:
Sara Reeder

Compression Routine ©1989 LHarc's SFX 1.13S Haruyasu Yoshizaki (Yoshi)

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ELVIRA II
The Jaws of Cerberus

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BLACK WIDOW PRODUCTIONS
Hollywood, California

Elvira
President
CEO
Chairman of the Board

Dear Stud Muffin:
(Yes, you. With the cute tush.)

Welcome home! It's been a long two weeks without you (though I'm sure we'll make up for lost time once we get out to Palm Springs tonight). Congratulations on getting the suits out in New York to come across with the bucks for the studio expansion. I'd be there to express my deepest gratitude in person, but I've been terribly tied up out on the backlot today — I just escaped long enough to write this note. Being a movie mogul isn't all Cadillac limos and casting couches . . . though I'm doing my best to keep it that way.

We started shooting "House of Horror" yesterday. It went OK, I guess, except for that poor gaffer who spent most of the afternoon stuck in the revolving bookcase, and the freak lightning storm that scorched the tower of the mansion and blacked out all the power on the set. Still, I think it's going to be killer box office next summer. The only thing missing is Vincent Price . . . too bad he wasn't available after the shaving accident.

The designers are in the process of putting the final touches on the "Kiss of the Spider" set. I'm convinced that this movie will do for arachnids what Alfred Hitchcock did for birds. The special effects guys have rigged up some giant spiders and sticky webs that look so real, we should issue everyone free cans of Raid. (Speaking of raids, some of the crew have found clever ways to stuff handfuls of our tiniest cast members down my cleavage. I am NOT AMUSED, and heads have rolled. Ah, but it's good to be Queen . . .) We started blocking out the chase scenes through the tunnels this morning. Should be a real scream when we're done.

And "It Came From Beyond the Grave" is almost in the can — and it won't be a moment too soon, either, if you ask me. Hollywood nights are strange enough as it is, without spending them in creepy old cemeteries. One of the catering trucks accidentally backed over a couple of the graves, knocked over the tombstones, and caved in an old catacomb full of bones and bats. After that, things took a turn for the WEIRD . . . I'll tell you all about it tonight, but for now you probably oughta know that, after the incident with the runaway camera dolly, the Screen Actor's Guild isn't returning my calls any more. Next time, let's just do it at Forest Lawn, OK?

As you can see, we've been working night and day . . . and night . . . ever since you left. I'm ready to break out of this place. You can wait for me out at the gate if you want . . . you know, just stand around with your finger up your nose looking lost and stupid . . . or you can wander on back and try to find me. It's up to you.

Of course, I've never found the lost-and-stupid nosepicker act to be much of a turn-on. Come and get me, you brute.

Yours Cruelly,

ELVIRA

(P.S.) By the way, my necklace has been missing since our last date. I think I might have lost it in the back seat of your car while saying, uh, good-bye. Any chance it's turned up yet?

(P.P.S.) Keep an eye out for the big, weird-looking stray dog that's been prowling around the lot this week. We're talking Lassie meets Leatherface, babe. Definitely sounds high-concept to me. Something like "Son of Beyond the Valley of Cujo." What do you think?

DON'T JUST SIT THERE . . . DO SOMETHING!

Great. Just nifty. Where did I find you people, anyway?

I'm trapped somewhere on the backlot of my own studio having an out-of-bodice . . . er, uh . . . out-of-*body* experience with the demonic version of Shaggy the Wonder Dog.

My clueless dodo-brain of a boyfriend is hanging around in the parking lot with his hands in his pockets, waiting for the next remake of "Invasion of the Body Snatchers" or a passing mugger, whichever comes first.

And you're sitting there in your nice cushy chair, nonchalantly pushing buttons, thumbing through manuals, and playing with *mice*.

I hate to intrude on this cozy little moment, but **CAN WE GET WITH THE PROGRAM HERE, PLEASE?** I mean, it's not like I have all night. In fact, I may not have much time at all.

Now that I have your attention . . .

If you're looking for the fast and easy way into this adventure (and I'm all for fast and easy anything), here's what you do:

GETTING STARTED

The Black Widow Studio Tour

Well, it's about time, you slug-faced moron . . . uh . . . oops, sorry. I meant to say: I'm *so* glad you finally made it. Now that you're here, I guess I should show you around.

Step right up to the gate, please. No crowding, spitting, biting, or throat-ripping (we've already got enough of that going on around here), but please feel free to pick up anything that isn't permanently attached to the lot, including me.

Here are the major attractions of the game screen. Please keep together, and step to the side and give the right-of-way to any disembodied beings you may encounter (at least for now).

Thank you. Let's move along, now . . .

System Requirements

To play *Elvira* II: *The Jaws of Cerberus*, you'll need the following:

IBM Users:

- 10 MHz or faster AT Class system.
- 640K of RAM.
- EGA, VGA, MCGA or Tandy graphics capability.
- Hard drive required, with at least 6.5 megabytes of space available.
- Mouse *highly* recommended (though not absolutely required).

Amiga Users:

- Your Amiga system must have at least one megabyte of RAM to run the game from floppy disks or hard drive.
- If installing *Elvira* II onto a hard drive, make sure the drive has at least 6.5 megabytes of space available.
- Mouse only.

Mouse Versus Keyboard (IBM PC only)

As we begin our tour, please note that the designers highly recommend that you use a mouse to make your way around. (As opposed to a muskrat or an aardvark, I suppose.) You can also use a keyboard, but I wouldn't recommend sitting on it. Try this instead:

- Press the **arrow keys** to move the on-screen cursor around.
- Hit the **Insert** key to make a selection.
- Hold down the **Insert** key while pressing the **arrow keys** to move objects in and out of your inventory.

Also note: Press the **+** key to increase mouse movement.

Memory Requirements (IBM PC only)

Elvira II requires a lot of attention from your computer system. If your computer does not have 570K free RAM, you will get the error message "INSUFFICIENT MEMORY" on your display when trying to run the game. Here's why:

Most computer games for IBM and compatible systems, including *Elvira* II reside in the base 640K of RAM. DOS and related memory resident or "startup" programs, such as menu systems, screen savers, virus checkers,

keyboard utilities, Microsoft Windows, PC Tools, Norton Utilities, etc., also reside in the same 640K of base RAM. Device drivers (such as mouse drivers), by and large, are also located here. These startup programs and device drivers boot from the AUTOEXEC.BAT or the CONFIG.SYS files of DOS automatically when the computer is powered up.

> **Note:** The AUTOEXEC and CONFIG files are usually located in the root directory of your hard drive.

Free RAM is the area of the 640K base memory left over after DOS, startup programs, and device drivers have loaded. What's left is where your game will run. If there is not enough free RAM left for the game, there will be problems. Even if you have extended memory above and beyond 640K, the game and DOS still reside in the 640K base memory of your system, and you can still have loading problems due to lack of free RAM.

If You Get the "Insufficient Memory" Error Message:

The CHKDSK command of DOS will give you information about the memory in your system, including free RAM. If you type **CHKDSK** (and press **Enter**) at the C: prompt, the last line of information will tell you how many bytes your computer has free after DOS loads (see your DOS manual for details). If you have fewer than 570K bytes free, you'll need to boot your computer "clean" (without the startup programs) to load *Elvira* II successfully.

There are many ways to boot your computer clean to maximize free RAM. See **Appendix B: How to Boot Your System "Clean"** for some of the most common techniques.

IBM PC Installation & Loading

Hard Drive Installation

Follow the instructions below to install *Elvira* II onto your hard drive:

1. Boot your computer as normal, then insert **Disk 1** into your floppy disk drive.
2. At the drive prompt for that floppy drive (A:, B:, etc.), type **install** and press **Enter**.
3. Now, follow the on-screen instructions. You will be prompted to designate the drive and directory where you wish to install *Elvira* II (Default is drive **C:** under the directory **CERBERUS**.)
4. As the game is being installed, switch disks when prompted.

Setup

The Setup program configures *Elvira* II to run on your hardware. Setup must be run the first time you play the game, during each installation and after any hardware changes.

> **Note:** These instructions assume you used the default drive (**C:**) and directory (**CERBERUS**) when you installed the game. If you didn't use the default selections during installation, replace **"C:"** and **"CERBERUS"** listed in the directions below with the drive and directory you used.

1. At the **C>** prompt, type **cd cerberus** then press **Enter**.
2. At the drive/directory prompt, type **setup**. (For example: **C:\CERBERUS>setup**). Now press **Enter**.
3. The Setup program will ask you to make a series of choices regarding your hardware configuration. Press the letter that represents the right choice for your hardware.
4. Once you've made your choices, the Setup program will ask you to confirm them, then return you to the drive prompt for loading.

> **Note:** After you've installed the game onto your hard drive and answered the Setup questions, you might need to make changes in your hardware configuration at a later date. To reflect those changes in the game software, use the Setup Procedure again. The Installation Procedure (install.exe) is only needed for copying the game from diskettes onto your hard drive.

Starting the Game

Once you've installed *Elvira* II on your hard drive, here's how you start the game:

1. Turn on your computer.
2. Go to the drive (**C:**, **D:**, etc.) where you installed the game, then type **cd cerberus** (or whatever directory you installed the game onto) and press **Enter**.
3. Type **cerberus** and press **Enter**.

Amiga Installation & Loading

Hard Drive Installation

1 Boot your computer as normal.

2 Insert **DISK 1** into the internal drive (dfØ:, df2:).

3 Now enter the CLI, type **CD dfØ:** (**CD df2:**) and press **Enter**.

4 Next, type **HDInstall dhx:** (where "x" indicates the hard drive you want to install the game to) and press **Enter**.

5 The installation process will now begin and the game will be copied into a folder on your hard drive entitled "Cerberus". You will be prompted when to switch disks.

Starting the Game

When *Elvira* II has finished installing, you may start the game three different ways:

- From Workbench window: Double-click on the **Cerberus folder**, then double-click on the ***Elvira* II icon**. The game will now load.
- From CLI or SHELL: Enter the CLI and type **CD Cerberus**. Next, type **RUNIT** and press **Enter**. The game will now load.
- From floppy disk: Put *Elvira* II Disk 1 into the internal floppy drive (dfØ:, df2:) and turn on your computer. The game will boot up automatically. Switch disks when prompted.

Copy Protection (All Systems)

Elvira II uses a codewheel as copy protection. When the copy protection screen appears, your screen will show four elements — a SPELL ICON, a MONSTER, an EMPLOYEE'S TITLE, and a SPELL NAME — and a box to type in.

Now follow these instructions. Please read them *carefully*:

1 First, rotate the outer ring of the codewheel until the SPELL ICON lines up with the MONSTER on the middle ring of the codewheel.

2 Now rotate the inner ring so the EMPLOYEE'S TITLE is lined up under the SPELL ICON and MONSTER that you just lined up.

OK, here's where a lot of people mess up. Pay attention now!

3 Now, *without moving any of the rings*, find the SPELL NAME on the inner ring.

Copy Protection (continued)

> **Very Important Note:** This SPELL NAME will not necessarily be found under the items you previously lined up on the codewheel. **Look all around the inner ring!**

4 There is a cut-out window immediately above the SPELL NAME. In that window is a 4-digit NUMBER.

5 Use the pointer to press the 4-digit number on the Action Window number pad.

You'll get three chances to type a correct number, Chumley. If you miss all three times, I will personally punt you out of the studio.

Pick Your Occupation, Not Your Nose

When the game begins, you'll be asked whether you want to restore a saved game. If you choose not to restore a saved game, then you'll have to pick your occupation (see **Occupations** below). When you restore a saved game, your occupation remains the same as it was when you saved the game.

Occupations

Your stats are set at the beginning of the adventure, when you select your occupation. Here's what you start with:

OCCUPATION	WS	ACC	WP	MR	PR	CON	STR	INT
Stuntman	10	6	10	6	9	8	10	6
Private Eye	9	9	9	8	8	9	8	9
Programmer	6	8	6	10	10	6	6	10
Knife Thrower	8	10	8	8	6	10	9	8

> **Note:** To see what all these weird letters represent, see **Secondary Stats**.

These numbers increase as you gain experience and may change with different circumstances. Naturally, stats increase at different rates depending on your occupation. For your latest health report, click on the **Body icon** on the right side of the screen.

THE MAIN SCREEN

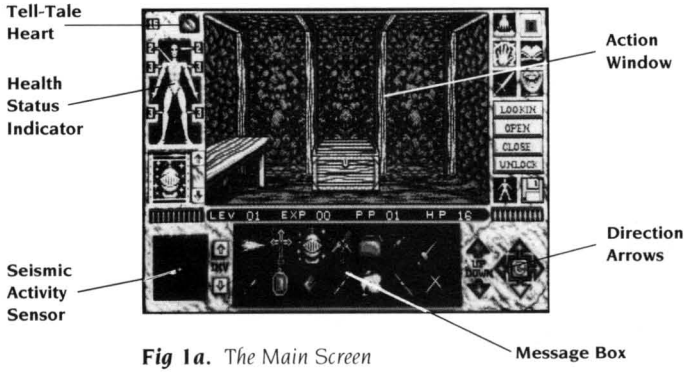


Fig 1a. *The Main Screen*

The Action Window

If you've ever seen a movie, you know what the Action Window (see **Fig 1a**) does. (If you've never seen a movie, then you probably aren't from around here, and probably have no business playing with computers, either.) This is where the fun happens ... blood, gore, mayhem, death, blood, paranormal phenomena, battle with Goons from the Great Beyond, blood, plunder, carnage . . . did I mention that there's blood?

> **Mouse note:** Anytime I say "click" in this manual, I mean with the **left mouse button**. Got it?

Moving Around

- Click on the **Direction Arrows** at the lower right of the Main Screen to move forward, back, left, right, turn around, or climb up or down.
- If you want to move toward an object, click directly on the object to move in closer.
- To open a closed door, just click on it. (And watch out. This is Hollywood ... lots of very kinky stuff goes on behind those doors, and too much curiosity can have unpleasant effects on your health.)

Looking at Stuff

If you see something in the Action Window that you want to know more about, here's what you do:

1. Click on the object, then drag it into your inventory.
2. Click on the object again.

Looking at Stuff (continued)

3 Click directly on the **Examine box** that just appeared magically on the right side of the screen.

4 Read all about the object in the Message Box below the Action Window.

If you're able to do other stuff with the object you've selected (look in, use, throw, rub into your scalp, set to "stun", whatever) these options will appear just below the Examine command. For more about this, read the **Command Menu** section.

> **Note:** Many items cannot be picked up due to size or weight, not even by massive buffed dudes with big pectorals. So don't get all threatened, hon ... anyway, you'll still get information when you click on these things in the Action Window.

Getting To Know The Locals: Conversations

Sometimes you get lucky, and somebody you meet will actually want to talk to you instead of (or preliminary to) disemboweling you. When the person or ... uh ... *thing* in the Action Window is interested in chatting, a Mouth icon appears at the right of the screen. Here's what to do:

1 Click on the **Mouth icon** (see **Fig 1b**).

2 Read the dialog options that appear in the Message Box.

3 Click on the desired dialog option.

4 Wait for a response and more dialog options.

5 Repeat this procedure from Step 2 until the encounter ends.

Souvenir Collecting

I like guys with sticky fingers. If you come across anything that could help save me, please be my guest (although, if you show up at the end wearing high heels, fishnets, and a corset shanghaied from the wardrobe department, I'm gonna, you know, *wonder*).

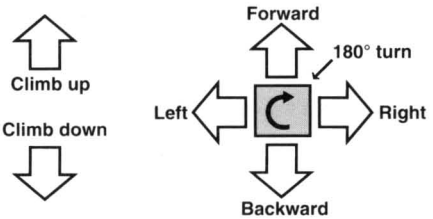
- Click the **Suitcase icon** in the upper right corner to bring up your inventory in the Message Box.
- To add something to your inventory, simply drag it from the Action Window down onto the Message Box, or to the Suitcase icon. It will be added automatically.

- To use an item in your inventory, click on the item, then select the option that appears on the right side of the screen. Some objects (*e.g.*, a key) can be dragged from your inventory and used on an object in the Action Window in order to complete an action sequence (*e.g.*, unlocking a safe).

You can carry an amazing amount of stuff, so feel free to help yourself to anything that isn't staked down. On the other hand, greed doesn't always pay — in fact, it can cost you plenty in the strength department. If you're expecting unpleasant company and want to travel light, go ahead and drop some of your goodies. (Don't worry — they'll still be there when you get back. Nothing gets picked up around here anymore since the janitors decided to take the decade off.)

Direction Arrows

Without these arrows, you ain't going nowhere, babe. Wherever you are, look at the highlighted yellow arrows in this area to find out what your movement options are.



If you don't know where you are, you're probably lost.

The Message Box

The Message Box (see **Fig 1a**) gives you lots of different information, depending on your situation. Use it to:

- View the items in your inventory.
- See which items in a room you've left laying around.
- Find out a bit more about the items or entities you encounter.
- Enter into a dialog with friends and foes.
- View your character's Secondary Stats.

The little arrows just to the left of the Message Box are NOT turn signal indicators. Click on them to scroll up and down to view the remaining contents of the Message Box.

The Tell-Tale Heart

That beating heart on the Main Screen (see **Fig 1a**) represents the current state of your body. The beating speeds up if you panic, and slows down as you get a grip on yourself. (Actually, that depends on what *kind* of grip you get on yourself . . .) If you get hurt, it slows way down. If it stops, you're dead, pal. History. Toast. And so is the game. And so, I'm afraid, am I.

Don't expect me to be happy about this.

The number next to the heart is what you *really* want to keep an eye on, though. It is a sum of all the individual hit points from the various parts of your body. See **The Corpus Delectable** (the next section, if you haven't already noticed, sweetie) for more on this.

"The Corpus Delectable" (Health Status Indicator)

The guy in the top left corner of the screen is YOU — or at least, a reasonable facsimile. (Actual appearance may vary based on mileage and road conditions.) This is your Health Status Indicator. (See **Fig 1a**, OK?) The six little lines coming out of him — the ones that look kinda like cute little numbered voodoo pins — tell you how many hit points each area of the body can take before you die. Every time you get hit in a certain spot, the number for that area decreases by one, and your little corpse looks a bit more like Skeletor.

Not to get gruesome about it (aw, heck . . . let's get gruesome about it) here's how you die:

- You've been beaten about the head and shoulders so relentlessly that you're down to zero hit points for the head or chest area.
- The skin and muscles and guts are ripped, tendon and sinew, off of your fragile mortal frame until there's nothing left of you but dry bones rattling and creaking in the wind — *i.e.*, both arms and legs have been hacked off.

If that wasn't gruesome enough for you, here's what happens if you should lose a single limb:

- If the hit point total in one of your legs drops to zero, then your movement will become sluggish (gee, I wonder why?) until you get some healing done.
- If you lose an arm, then your carrying capacity drops. It will remain this way until you do some serious healing.

Yum. Sounds like fun, doesn't it? Of course, if you're wearing good armor, using a hot spell, are in great physical shape, or are doing battle with an anemic entity with a wimpy weapon, you've got a better chance of surviving. Maybe.

Seismic Activity Sensor

The motion sensor (see **Fig 1a**) is a handy-dandy little gadget that can help you find unfriendlies before they find you. As you move, the sensor will lose its mind. But as soon as you stop moving, the sensor will scan the area and display any movement in the immediate vicinity.

You are always located at the *center* of the sensor. *Up* is the direction you're facing, *down* is what's behind you. Unfriendlies appear as *red dots*. (Clicking directly on the sensor will turn it on/off.)

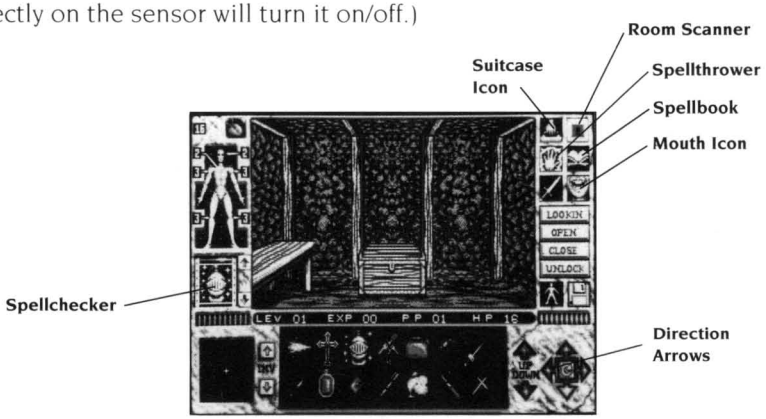


Fig 1b. *The Main Screen*

Spellchecker

No, this gadget will not help you figure out if "necrophilia" is spelled with an "F" and two "Es". It will, however, let you know which spells you've got running at the moment, which can be almost as useful.

You can have any number of spells going at one time. Click on the **up** and **down** arrows to the right of the Spellchecker window to scroll through your current hexes.

Suitcase

When you click on the Suitcase icon (see **Fig 1b**), an inventory of everything you're carrying appears in the Message Box. If you're carrying a lot of stuff, use the two arrows to the left of the Message Box to scroll through your inventory.

Room Scanner

Click this icon (see **Fig 1b**), and all the stuff you've discovered so far in the current room appears in the Message Box below. In addition, all items that have been previously dropped in the room will appear. You can click and drag the Room Scanner icon over the Suitcase icon to pick up everything appearing in the current room and move it into your inventory.

Spellthrower

Click on this box (see **Fig 1b**) to display all your mixed and ready-to-cast spells in the Message Box. Once displayed, simply click on the desired spell to cast it. (Read all about mixing spells in the **Spellcrafting** section.)

Of course, trying to cast ANY spell to vaporize a ninth dimension demon without having the necessary power points is the desperate act of a chucklehead. But you wouldn't know about *that*, would you?

Spellbook

Click this box (see **Fig 1b**) to view the Spellbook, which will enable you to mix spells. Again, see the **Spellcrafting** section.

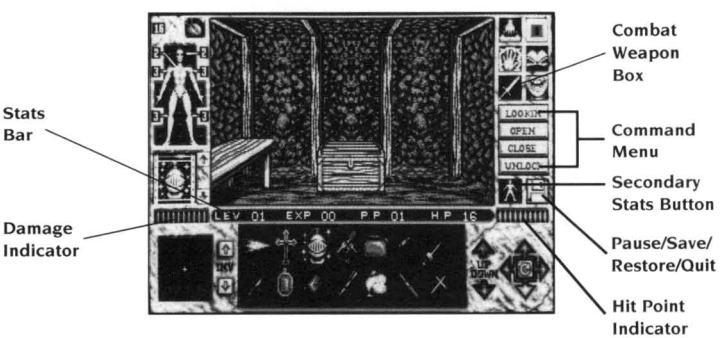


Fig 1c. *The Main Screen*

Combat Weapon Box

Click on this icon (see **Fig 1c**) anytime to alter your style of fighting. See the **Combat** section for more explicit directions on how to fight.

Hit Point Indicator

Each time you smite your opponent with a weapon, this cute little light gauge (see **Fig 1c**) gives you an indication of the severity of the blow. (The

Marquis de Sade would have loved this.) It will *not* tell you, however, precisely how many hit points you've hewn from your foe.

Damage Indicator

This gauge (see **Fig 1c**) gives you an analog indication of how much damage you sustain from each of your opponent's blows. (As with the Hit Point Indicator, it will not tell you how many points you've lost.)

Command Menu

Whenever you click on an item, you will be given a choice of actions to take with that item. These actions will appear to the right of the main viewing area (see **Fig 1c**). Click on the desired action to execute the action.

The Stats Bar

As my mamma used to say, if you want to tell the men from the boys, check their stats. (Yeah, I know. Mom was confused about a lot of stuff. But it does explain why she left dad for that "B" league baseball player.) Here's how we tell the studs from the duds here at Black Widow Studios:

LEV — Level. Lets you know how well you're doing in your quest. As you figure out puzzles and dispose of unearthly creatures, you will gain experience points. As you gain experience points, you will move up in levels and be able to mix more powerful spells, fight hand-to-hand more effectively, increase your character stats, and ultimately get closer to finally getting ME.

EXP — Experience. This number increases as you play and slay. It also relates directly to your level, so if you can't get this puppy to increase, then pack it up, jack.

PP — Power Points. This is the stat that lets everyone know if you're a small-time conjurer, or a major magical force. The more power points you have, the more spells you can cast before needing a recharge.

HP — Hit Points. Remember — what doesn't kill you makes you stronger. This number is how you tell the difference between the tough and dead. The same stat also appears next to the Tell-Tale Heart, but will decrease as you take damage. So if the number by the heart is less than this number in the Stats Bar . . . well, Peewee, it's time for some healing.

Secondary Stats

It takes more than four measly stats to make the man. In fact, it takes exactly eight more. When you click this button (see **Fig1c**), the other eight will appear in the Message Box:

WS — Weapons Skill. Yeah, you've got the equipment, but do you know how to use it? The higher the number here, the more lethal you are with your weapon.

ACC — Accuracy. When it's time to fire, you either have a deadeye, or you're just plain dead.

WP — Will Power. He who fights and runs away (or faints at the sight of blood) is a wuss. The numbers here tell the whole sordid truth. The higher the number, the more guts you have.

MR — Magic Resist. A high number here means you're not as susceptible to supernatural charms. Except maybe mine.

STR — Strength. There's going to be blood. The question is: will it be theirs, or yours? A high strength stat means you can hit them harder than they can hit you.

CONST — Constitution. This is the one to watch. The higher the number here, the higher your total number of hit points and the lower the damage you will take from attacks.

PR — Poison Resist. In addition to being Minions of Ultimate Darkness and Harbingers of Supreme Evil, Cerberus' monsters also deal drugs on the side. Just Say No. If they insist, this number lets you know what chance you have of resisting their deadly doses. The higher the number, the more resistance you have.

INT — Intelligence. If you were really smart, you wouldn't be in this mess in the first place. But, since you are, this stat affects the number of spells you get out of each mixing. In addition, your intelligence also determines how many power points (PP) you have.

Pause/Save/Restore/Quit

Click this icon (see **Fig1c**) to pause or save the current game, restart another version of the game, or quit and return to the operating system.

Pause: If you find yourself a bit overwrought and needing a tiny break . . . say, to catch your breath, or get a bite . . . click the **disk icon**, then the word **Pause**. When you're ready for more, click **Continue**.

Save: No, if you're in serious trouble, this command will not save you. But it will save the game in progress:

1. Click the **disk icon**.
2. Click **Save**.
3. Type in a name for the saved game, or click on an existing name to save your game over that file.
4. To view more saved games than the 24 that appear on the first page, click on the **disk icon** in the top left of the page.
5. Click **Exit** if you do not wish to save your game. You will then be returned to the game.

Restore: You took a wrong turn, and are now in serious trouble. Or maybe you're dead. Whatever. It's no problem with Auntie Elvira's Easy Instant Resurrections:

1. Click the **disk icon**.
2. Click **Restore**.
3. Click the name of a saved game you wish to continue, or **Exit** to return to the current game.
4. To view more saved games than the 24 that appear on the first page, click on the **disk icon** in the top left of the page.

Quit: If you want to check out of my little nightmare entirely:

1. Click the **disk icon**.
2. Click **Quit**.
3. Click **Yes** to confirm that you're outta here, or **No** to return to the game.

Bye-bye, and unpleasant dreams!

COMBAT

As soon as a beastly opponent appears on screen, your pointer (the one on-screen anyway) will change into a Combat icon. Click on the **Combat Weapon Box** (see **Fig 2** below) at any time to bring up a choice of four combat modes:

- **Normal:** Turns cursor into a sword. No advantage for either fighter.

COMBAT (continued)

- **Defensive:** Turns cursor into a shield. Less chance of hitting or getting hit. Damage given/taken is reduced.
- **Fierce:** Turns cursor into a lightning bolt. Better chance of hitting and getting hit. More damage given/taken per blow.
- **Berserk:** Turns cursor into a Viking helmet. Chance of hitting and getting hit is very great. Massive amount of damage given/taken per blow.

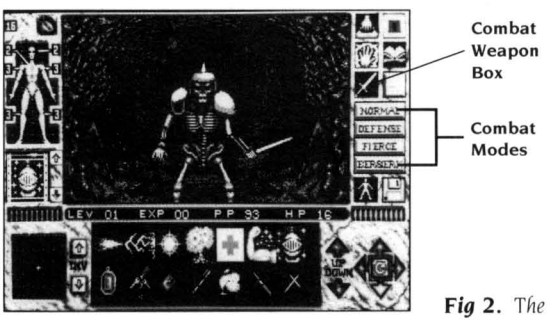


Fig 2. *The Combat Screen*

How to Fight

Here's how to battle beasties:

1 Click on a choice, and the cursor will turn into the weapon that corresponds to that mode. (Remember that your choice of fighting modes will continue into future combats until you change it.)

> **Note:** The more aggressive your fighting mode, the faster your attack will happen, and the quicker the battle will be over. Of course your opponent's attack will be faster as well.

2 Now move the weapon into the Combat Screen and onto your opponent.

3 Position the cursor over the part of your opponent's body that you want to attack, then click to slash away. Each evil critter will be easier to hit in some areas than others, and each body part can sustain a different amount of damage.

Active & Inactive Weapons

When the cursor changes into a weapon or shield, it will appear either white or black. When it is *white*, the selected weapon is active. When it is *black*, your weapon is in the midst of a hack or a slash — you must wait until it changes back to white before using it again.

Running Away

Sometimes it's the better part of valor to be a weenie. To run away, back away carefully, then TURN & RUN! Only fools and dead men turn their back on the enemy in close combat. You might want to use this option if, say, you're being shredded.

> **Note:** Some evil creatures use magic during combat, and you may find yourself glued to the spot. If this happens, pray that your opponent has not called for reinforcements.

SPELLCRAFTING

You can't get through this adventure without magic. Lots of it.

But if you think that casting spells is going to be as easy as blinking your eyes, tweaking your nose, and typing in some arcane abbreviation from the back of the book, you spent too much of your childhood watching "Bewitched" reruns, and have a lot to learn about magic besides.

Lesson One: To get even the most basic spell off the ground, you need four things:

1. My Spellbook.
2. The right ingredients to mix the spell.
3. The level, experience, and opportunity to cast it.
4. My red pendant.

Get the Spellbook!

Make sure to get my Spellbook when you first enter the studio. If you don't get it, you'll probably be mashed into Purina Dog Chow shortly after you get past the main gate.

About Spells . . .

Each spell has three requirements that must be fulfilled before it can be successfully created. These requirements are listed under each spell in the Spellbook as well as in **Appendix A** of this manual. The effect a spell will have is also listed. The three requirements are:

- **Level:** Each spell has a level number listed. You must be at that level or higher in the game before being eligible to create that spell.
- **Cost:** The number of Power Points (PP) burned after each application of a spell is listed here. For example, if a spell costs 10pp, then your Power Point number will go down by 10 *each time* you use that spell.
- **Ingredients:** You must have all the ingredients needed for a particular spell in your inventory.

Mixing A Spell

Once you've got my book, you can click on the **Book icon** in the upper right of the screen any time to refer to it. There are eight spells on each page, and dozens of spells in all.

- **To turn an Index page**: Click the **book icon** at the top *left* of the page.
- **To choose a spell for mixing**: Turn to the correct Index page and click directly on the spell name. This brings up the description of the spell, the level you need to be in order to use it (some of this stuff is definitely NOT FOR BEGINNERS), and the list of ingredients you need to make it.
- **To return to the Spellbook Index**: Click on the **Book icon** in the upper *right* side of the spellbook page without mixing a spell on screen. You may now choose another spell.
- **To mix the spell**:

  1 Click the **Mix icon** at the top *left* of the page. Your inventory will appear below, in the Message Box.

  2 Drag each of the needed ingredients from the inventory up to the page, and let go. The item will then appear on the spell page.

  3 When you've got all the items on the page, click the **Mix icon** again. The new spell will appear as an icon in your inventory, ready to use whenever you need it. There's no limit to the number of ready-mixed spells you can carry.

- **To exit the Spellbook Index**: Click on **Exit** at the lower *right* of the page.

Casting A Spell

Once your first successful pre-mixed spell is in the bag, a new icon — the Spellthrower — appears in the upper right of the screen (see **Fig1b**). When it's showtime, click this icon, and your available spells appear in the Message Box. Just click the spell you want, and it's automatically cast.

Fun Facts About Spells

- Some spells can only be used once. After you use them, their icons disappear from your inventory forever.
- Some spells can be used over and over again, or are activated until you need to use them.
- Your currently active spells appear in the Spellchecker at the lower left of the screen. Use the **up/down** arrows to scroll through them.
- If a spell suddenly disappears from the Spellchecker list, it's run its course, proving that you're probably dumber than you look. The same thing goes if you've got a spell running, but it doesn't appear to be doing you any good.
- The name of the spell is a pretty good clue on what ingredient(s) it may need.
- Double click on a **Spell icon** to find out which spell it is and how many charges are left.

TROUBLESHOOTING GUIDE (IBM PC ONLY)

If you have any technical questions about *Elvira* II and you can't find the answers in the manual, our technical support folks can help. You can call us at 081-877 0880, 11.00am to 6.00pm, GMT, or write to Accolade Europe Ltd, Attn: Customer Service, Bowling House, Point Pleasant, Wandsworth, London SW18 IPE, England.

Please be sitting in front of your computer when you call, and have the following information handy: your computer's brand and model (AT, PS/2, etc.), the amount of memory (RAM), what peripherals are attached, the type of graphics card and monitor, the contents of your CONFIG.SYS and AUTOEXEC.BAT files.

If you have a modem, you can call and log onto Accolade's Bulletin Board for instant hints and other information. You can also leave questions about any Accolade game; they'll be answered by Accolade's technical

TROUBLESHOOTING (continued)

support representatives. Our settings are 300, 1200, 2400 baud; 8 Data; No Parity; 1 Stop Bit.

Please read the following section before calling us. It might solve any problems you may have.

If Your Game Doesn't Load Properly:

First, please re-read the manual and try the instructions again step-by-step. One misstep can blow the whole thing. If it still doesn't load, check your Autoexec.bat file for memory resident utility programs (menu programs such as 1 *Dir+* and PC *Shell*; utilities such as *Sidekick* and PC*Tools*; disk caching programs such as PC *Cache* and *Lightning*) and remove them.

Also: Check your Config.sys file for device drivers which could cause problems — such as an expanded memory driver for RAM disks. To find these DOS files, type **CD C:** at the C> prompt. Then type either **TYPE AUTOEXEC.BAT** or **TYPE CONFIG.SYS** — if the files are there, the info will scroll onto the screen. If you suspect that a program listed there is causing problems, try the following:

- Reboot your system with a "clean" DOS disk from the A> prompt. A clean DOS disk is a bootable disk with no Autoexec.bat and Config.sys file. (See **Appendix A: How to Boot Your System "Clean."**) Then proceed with normal game instructions.

If You Get Garbled Graphics (or None at All):

If you load the program and nothing appears on your screen (or what does appear, seems garbled), you may not have specified the proper graphics type for your system.

- Check your hardware manual to make sure your computer can run this game.
- Re-read the **Getting Started** section, and make sure you've specified the correct graphics option for your computer.

If You Have a Supported Sound Board, but Get No Sound:

Elvira II supports the popular sound devices (AdLib, Sound Blaster, and Roland) for the music. If you have one of these but get no sound from it:

- Make sure you've chosen the correct option when you installed the program.
- Check to make sure the sound board is properly seated in its slot.

If Your Mouse Doesn't Work with *Elvira* II:

- Make sure the mouse driver (mouse software) has been loaded before starting our program.
- Double-check to make sure it's plugged into your computer.

APPENDIX A: LIST OF SPELLS

The following is a listing of all the spells available in the game. Listed for each spell are: *Spell's name; minimum level #, Power Points per use, ingredients; spell's effect.*

> Note: Everything listed below can be found in the spellbook in the game.

ABSORB MAGICK: 8, 8, a garnet and any absorbent object. When used, ALL magic will have no effect on the player for a short period of time.

ANTIDOTE: 3, 4, a natural poison. The spell removes all poison from the player's body.

BIND DEMON: 9, 15, unknown. In the correct circumstances, demonic life-forms will be trapped by this spell.

BLESS: 1, 5, holy water and a crucifix. This blessed weapon will do extra damage to creatures of unholy origin. (Of course, you need a weapon to be blessed.)

BRAINBOOST: 3, 6, anything that stores information. The player's memory and overall intelligence is improved significantly.

BREATHE UNDERWATER: 2, 4, anything edible. This spell enables the player to breathe in any environment.

BUOYANCY: 4, 6, the calcified remains of a marine creature. Increases ability to carry items underwater.

COURAGE: 3, 8, a vial of alcohol. This spell causes the player to forget all fear.

CURE WOUNDS: 9, 12, a vial of holy water. The player's body is restored to full physical health.

LIST OF SPELLS (continued)

DETECT MAGICK: 6, 5, a quartz. By the use of this spell, the player will be able to recognize the power of magic.

DETECT TRAP: 3, 5, any shaped glass. This spell detects traps.

ENCHANT WEAPON: 3, 6, an emerald and a file. This weapon does extra damage and is easier to wield.

FEAR: 6,7, an eye from a witch. This spell causes great fear in weaker enemies.

FIREBALL: 4, 8, a combustible substance. A ball of flame is projected towards the target causing moderate damage. Size of ingredients effects results.

FREEZING BLADE: 8, 9, two cold items. The weapon becomes extremely cold and does extra damage.

GLUE: 2, 4, an adhesive. The enemy becomes glued in place for a short time. Stronger monsters can resist this spell.

HEALING HANDS: 1, 3, none. This spell has a minor healing effect on one body area.

HERBAL HEALING: 5, 6, any edible fungi. This spell results in major healing to one body area, and minor to all others.

HOLY BLAST: 5, 6, two good religious items. A bolt of pure goodness is fired which does moderate damage to an unholy monster.

ICE DART: 1, 4, no ingredients. When cast, projects a shard of ice at target, causing low damage.

ILLUSION: 8, 11, a mirror. The caster assumes the appearance of the next creature he encounters.

LIGHTNING BOLT: 7, 11, an amethyst and anything fork shaped. Electricity streams from the player's fingertips causing serious damage. Size of ingredients effects result.

LUCK: 2, 4, something associated with good fortune. The player will become very lucky. But only once.

MAGIC MUSCLES: 5, 7, three metal objects. Mighty strength is bestowed upon the user of this spell.

MAGICAL ARMOUR: 7, 12, any three items made of precious metal. This is a more powerful version of the Protection spell.

MINDLOCK: 6, 8, a padlock and a book. This spell protects the spells already memorized from being destroyed.

NOVA: 9, 15, an inflammable liquid. A stream of fire is produced which devastates all monsters in sight.

PROTECTION: 2, 6, a metal band. The player is encased in a magical field which reduces damage taken.

RESIST FIRE: 5, 7, fire extinguisher. While under the influence of this spell, the player is immune to all fire damage.

RESURRECT: 10, 20, unknown. Restores to life a holy person.

REVIVE: 4, 6, a strong-smelling item. If a player becomes unconscious, he is healed automatically. This spell remains active after being cast until it is needed.

SUMMON STORM: 7, 9, a barometer. This spell, cast from on high, summons a storm.

TELEKINESIS: 4, 7, a magnet. This spell enables the player to call one unrestricted item to him.

TRUEFLIGHT: 8, 9, feathers. Spells cast under the influence of this spell never miss the most sensitive area of the enemy.

TURN UNDEAD: 3, 12, a brain. This powerful spell repels ALL undead creatures in sight.

UNHOLY BARRIER: 3, 5, a book of prayer. Anything unholy may not physically pass through the barrier while the player remains still.

UNSEEN SHIELD: 1, 3, no ingredients. The air around the player solidifies into a shield which deflects some range and combat artillery.

APPENDIX B: HOW TO BOOT YOUR SYSTEM "CLEAN" (IBM PC ONLY)

If you get an "Insufficient Memory" error message when trying to load *Elvira* II, you probably need to boot your computer "clean" — that is, without any memory-resident startup programs.

To Format and Load a Clean DOS System Disk:

1 At the C: prompt of your hard drive, type **FORMAT A:/S**, then press the **Enter** key.

APPENDIX B: (continued)

2 Follow the on-screen prompts (insert a blank disk into your A: drive, etc.).

3 Label your new formatted disk "CLEAN DOS SYSTEM DISK." Insert this new DOS system disk into your A: drive and reboot your computer.

4 Simply press the **Enter** key twice to bypass the date and time prompts, and you will be at an A: prompt. You have now maximized free RAM, and have booted your computer clean.

5 Follow instructions in the **IBM PC Installation & Loading** section of this manual to install or load *Elvira* II.

Note that the prompt statement will not load with your system when you boot clean. The prompt statement tells you where you are in your hard drive — i.e., the name of the subdirectory you are in. When you change directories in your hard drive, the name of the subdirectory will not appear next to the prompt (you will see just a C: prompt) even though you are indeed in that subdirectory. The explanation below will show you how to add the prompt statement to your clean DOS system disk.

To Add the Prompt Statement to Your Clean DOS System Disk:

1 Insert the clean DOS disk into your A: drive and type **A:** then press **Enter**.

2 Type **COPY CON AUTOEXEC.BAT** and press **Enter**.

3 Type **PROMPT PG** and press **Enter**.

4 Press the **F6** key on your keyboard (this copies the information you typed in steps 2 and 3 to the new **AUTOEXEC.BAT** file). Your display should say "1 file copied."

5 With your clean DOS disk still in drive A:, reboot your computer. The prompt statement is now loaded.

How to Boot Your Computer Clean from the Hard Drive:

The following steps will allow you to boot your computer clean without booting from a clean DOS system disk as above. This technique will involve renaming the AUTOEXEC.BAT and possibly the CONFIG.SYS files of DOS on your hard drive. The RENAME command of DOS is quite handy because it does not delete or rearrange any of the contents of the file(s) renamed.

First try renaming the AUTOEXEC.BAT file (this file is where most startup, or memory resident programs are located). If you still come up short of the needed 570K free RAM, then rename the CONFIG.SYS file as well.

How to Rename the Autoexec.bat File:

1. Boot your computer as you would normally. At the C: prompt, type **RENAME AUTOEXEC.BAT AUTOEXEC.TMP** and press **Enter**. Please note the spaces in the command that you type.
2. Reboot your computer. Your system will now be ready to load *Elvira* II, follow instructions in the **IBM PC Installation & Loading** section of this manual. If you attempt to load the game and still get an "INSUFFICIENT MEMORY" message, rename the CONFIG.SYS file as outlined below.

How to Rename the Config.sys File:

1. Boot your computer as you would normally. At the C: prompt, type **RENAME CONFIG.SYS CONFIG.TMP** and press **Enter**. Please note the spaces in the command that you type.
2. Reboot your computer. Your system will now be ready to load *Elvira* II, follow instructions in the **IBM PC Installation & Loading** section of this manual.

Note that the display probably looks different now on startup than usual. Don't be alarmed. Your "normal" startup programs still exist within your newly renamed files; they did not load because of the name change of the AUTOEXEC and CONFIG.SYS.

How to Put Your System Back the Way It Was:

1. Change to the root directory of your hard drive. (To get to the root or main directory of your hard drive if you are anywhere in your C: drive, type **CD** then press **Enter**).
2. Type **RENAME AUTOEXEC.TMP AUTOEXEC.BAT** and press **Enter**.
3. Type **RENAME CONFIG.TMP CONFIG.SYS** and press **Enter**.
4. Reboot your computer. Voila! Your computer will now be back to normal!

If you attempt any of the above and still have difficulty, please contact Accolade's technical support team at 081-877-0880, 11a.m. to 6 p.m., GMT, Monday through Thursday.

ELVIRA II
The Jaws of Cerberus

ACCOLADE CUSTOMER SERVICE IN ENGLAND: 081 - 877 0880

If you need help with this - or any other - Accolade product, please give us a call between 11 am and 6pm GMT, Monday to Thursday. Be sure you are at your computer when you call. We'll try to solve your problem or answer your question. Or write to us at:

Accolade Europe Ltd
Attn: Customer Service
Bowling House
Point Pleasant
Wandsworth
London SW18 1PE
England

DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure, so feel free to make a back up of the game. See your computer manual for details about backing up disks. If your off-disk protection becomes damaged or destroyed, send us the remains, and we'll give you a replacement.

YOUR DISK CARRIES A 90-DAY WARRANTY

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